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1 <u>Computing curricula 2001</u>   ■
September 2001 **Journal on Educational Resources in Computing (JERIC)**
Publisher: ACM Press
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2 <u>Session 4: Social presence with video and application sharing</u>   ▬
Erin Bradner, Gloria Mark
September 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work GROUP '01**
Publisher: ACM Press

Full text available: 📄<u>pdf(209.91 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

We present two experimental studies examining the effects of videoconferencing and application sharing on task performance. We studied performance on a cognitive reasoning task while subjects were observed via two-way video, one-way video and application sharing. Results demonstrate that performance is impaired when subjects are observed via media compared to when they are not observed. Surprisingly, we found no significant difference in awareness of the observer's presence between the applicati ...

Keywords: application sharing, distance collaboration, social affordance, social presence, video conferencing

3 <u>How computer graphing programs change the graph design process: results of research on the fill pattern feature</u>   ▬
Lee E. Brasseur
November 1994 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 18 Issue 4
Publisher: ACM Press

Full text available: 📄<u>pdf(1.51 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Graphing experts often critique the fill patterns which appear in many computer-generated graphs and charts because they can distract from and even distort the information. One of the reasons these fill patterns are so problematic is that they are automatically inserted into any plot a user chooses. In this paper I present both a summary of the advantages and disadvantages of fill patterns and the results of research

which compares the ways in which both computer designers and paper-and-pencil d ...

4 Sensetable: a wireless object tracking platform for tangible user interfaces

James Patten, Hiroshi Ishii, Jim Hines, Gian Pangaro

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '01**

Publisher: ACM Press

Full text available: pdf(666.23 KB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a system that electromagnetically tracks the positions and orientations of multiple wireless objects on a tabletop display surface. The system offers two types of improvements over existing tracking approaches such as computer vision. First, the system tracks objects quickly and accurately without susceptibility to occlusion or changes in lighting conditions. Second, the tracked objects have state that can be modified by attaching physical dials and modifiers. The s ...

Keywords: augmented reality, interactive surface, object tracking, system dynamics, tangible user interface, two-handed manipulation

5 Computer graphics literature for 1986: a bibliography

Baldev Singh

June 1987 **ACM SIGGRAPH Computer Graphics**, Volume 21 Issue 3

Publisher: ACM Press

Full text available: pdf(1.68 MB)   Additional Information: full citation, index terms

6 Caprina: wide access to digitized images for education

Walter Gilbert

November 1993 **Proceedings of the 21st annual ACM SIGUCCS conference on User services SIGUCCS '93**

Publisher: ACM Press

Full text available: pdf(535.25 KB)   Additional Information: full citation, index terms

7 Human interface design and the handicapped user

W. Buxton, R. Foulds, M. Rosen, L. Scadden, F. Shein

April 1986 **ACM SIGCHI Bulletin , Proceedings of the SIGCHI conference on Human factors in computing systems CHI '86**, Volume 17 Issue 4

Publisher: ACM Press

Full text available: pdf(880.35 KB)   Additional Information: full citation, references, citings, index terms

8 Coping with inconsistency due to network delays in collaborative virtual environments

Ivan Vaghi, Chris Greenhalgh, Steve Benford

December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '99**

Publisher: ACM Press

Full text available: pdf(1.36 MB)   Additional Information: full citation, abstract, references, citings, index terms

Collaborative Virtual Environments (CVEs) are shared virtual spaces designed to enhance collaboration between the - usually remote - participants. The deployment of Collaborative Virtual Environments over wide area networks increases typical network delays, potentially breaking the consistency between the replicated versions of an environment at the participants' sites. This paper presents our qualitative observations of an experiment involving two players engaged in a virtual ball ...

Keywords: CVEs, collaborative virtual environments, consistency, distributed systems, network delay, perception of delay, transparency, user interfaces

9 The professional responsibility of the techknowledgable

Eileen M. Trauth

January 1983 **ACM SIGCAS Computers and Society,** Volume 13 Issue 1

Publisher: ACM Press

Full text available: pdf(639.08 KB)   Additional Information: full citation, citings

10 To dream the possible dream

Raj Reddy

May 1996 **Communications of the ACM,** Volume 39 Issue 5

Publisher: ACM Press

Full text available: pdf(329.81 KB) Additional Information: full citation, citings, index terms

11 Considerations in teaching a two quarter computer graphics sequence

G. Scott Owen

July 1991 **ACM SIGGRAPH Computer Graphics,** Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(489.25 KB)   Additional Information: full citation, abstract, citings, index terms

With the increasing emphasis on the use of Computer Graphics in Computer Science and other application areas, more schools are beginning to offer advanced courses in Computer Graphics, either at the undergraduate or the graduate level. Whereas there are many good textbooks for an introductory course the same is not true for an advanced course, The course content and external references for such a second course are in a state of rapid flux. The content of the second course also directly affects t ...

12 Framework of the decision support expert systems

Pawel Radzikowski

January 1984 **Proceedings of the 16th conference on Winter simulation WSC '84**

Publisher: IEEE Press

Full text available: pdf(750.11 KB)   Additional Information: full citation, abstract, references, index terms

Recent advances in Artificial Intelligence have produced computer systems displaying human expert level expertise in several particular disciplines like medicine, organic chemistry, education, geological exploration... The Expert-System-Building systems became available and paper reviews prospects for their incorporation into DSS proposing Mixed Binary Linear Goal Programming (Discriminative Optimization in particular) as a framework for Decision Problems.

Keywords: Consultation system, Decision support framework, Decision support system, Discriminative optimization, Expert system, Expert system building system, Goal programming, Knowledge engineering, Linear goal programming decision models, Management information system, Mixed binary goal programming

13 Session 4: Building boundaries and negotiating work at home

Christine Salazar

September 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work GROUP '01**

Publisher: ACM Press

Full text available: pdf(303.93 KB)   Additional Information: full citation, abstract, references, index terms

Millions of people are now working full-or part-time at home. Computer technology allows workers remote access to materials and facilitates communication with coworkers and supervisors. Companies are developing telecommuting programs to benefit both the company and the employees. But working at home is not as simple as placing a computer somewhere in the home and beginning to work. The interaction with family members needs to be taken into consideration. This research looks at the process of neg ...

Keywords: boundaries, groups, home, telecommuting, telework, virtual environments, work

14 A workshop on computer graphics for undergraduate faculty

G. Scott Owen, Valerie A. Miller

July 1991 **ACM SIGGRAPH Computer Graphics**, Volume 25 Issue 3

Publisher: ACM Press

Full text available: pdf(486.06 KB)   Additional Information: full citation, abstract, index terms

A week long workshop in computer graphics, co-sponsored by Georgia State University (GSU) and the National Science Foundation (NSF grant No. USE-8954402) was held at GSU August 20-24,1990. The twenty four participants in the workshop were faculty from undergraduate institutions and the instructors were the authors of this paper. In the following we will describe the demographics of the faculty group, the subject areas covered, the format of the workshop, the developed course materials, and the ...

15 The use of message-based multicomputer components to construct gigabit networks

Danny Cohen, Gregory G. Finn, Robert Felderman, Annette DeSchon

July 1993 **ACM SIGCOMM Computer Communication Review**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(1.13 MB)   Additional Information: full citation, abstract, index terms

The typical node of a message-based multicomputer consists of a microprocessor, router and memory. At the California Institute of Technology, the Mosaic project has integrated such a node onto a single chip. That reduction in scale fundamentally changes the scope of node application, since nodes become both very small, and inexpensive.Mosaic nodes may be employed to process, to generate, or to receive data. Since the router in a Mosaic node is independent of the microprocessor, computation and r ...

16 A personal view of the personal work station: some firsts in the Fifties

Douglas Ross

January 1986 **Proceedings of the ACM Conference on The history of personal workstations**

Publisher: ACM Press

Full text available: pdf(4.26 MB)   Additional Information: full citation, references, index terms

17 On using a hardware monitor as an intelligent peripheral

James Hughes, David Cronshaw

December 1973 **ACM SIGMETRICS Performance Evaluation Review**, Volume 2 Issue 4

Publisher: ACM Press

Full text available: pdf(952.43 KB)   Additional Information: full citation, abstract, references, citings

Conventionally, hardware monitoring has been performed using manually controlled off-line devices.It is suggested that a hardware monitor incorporating program control and acting as an intelligent peripheral device would realize greater utility and wider application. The development and application of such a device is described; a combination of the merits of both software and hardware monitoring techniques is claimed for it.

18 System = program + users + law

N. H. Minsky, D. Rozenshtein

December 1987 **Proceedings of the 1st international conference on Artificial intelligence and law ICAIL '87**
Publisher: ACM Press
Full text available: pdf(1.03 MB)   Additional Information: full citation, abstract, references, index terms

This paper is based on a new approach for dealing with large scale software systems. This approach is based on the concept of a Law-Governed System, which is a triple >program, users, law< where the law is an explicit and strictly enforced set of rules about the structure and operation of the program, and about the evolution of the entire system. We describe Darwin, a skeleton of a pro ...

19 Introduction to GPSS

Thomas J. Schriber
December 1986 **Proceedings of the 18th conference on Winter simulation WSC '86**
Publisher: ACM Press

Full text available: pdf(1.06 MB)   Additional Information: full citation, abstract, references, citings, index terms

This write-up provides summary information about the simulation modeling language GPSS. The class of problems to which GPSS applies especially well is described; commentary on the semantics and syntax of the language is offered, and an example is provided; the learning-oriented literature for GPSS is summarized; sources comparing GPSS and other simulation languages are cited; various GPSS implementations are commented on; vendor information is supplied; the time-sharing networks offering GP ...

20 Introduction to GPSS

Thomas J. Schriber
December 1985 **Proceedings of the 17th conference on Winter simulation WSC '85**
Publisher: ACM Press
Full text available: pdf(927.83 KB)   Additional Information: full citation, abstract, references, citings

Summary information about key aspects of the simulation modeling language GPSS is provided. The Class of problems to which GPSS applies especially well is described; commentary on the semantics and syntax of the language is offered, and an example is provided; the learning-oriented literature for GPSS is summarized; various GPSS implementations are commented on; the time-sharing networks offering GPSS are cited; and public courses on the language are listed. The GPSS tutorial its ...

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